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ROULMANAGER

User Manual

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Introduction

RoulManager has been developed by CBMTGO Team in 2013 and it's a valid support tool for Roulette (French Roulette) players. Thanks to its calculation algorithms it keeps tracks of all activities done during you web casinos sessions when you play roulette and can help you in tuning your experience and choosing the best bid to do.

It's possible to save sessions separately and keep track, for every website of different relationships between numbers or casualties

In any case **RoulManager** cannot substitute human player and cannot predict exact (100%) drawns. It uses statistics to analyze datas and provide you all the possible information you may need. It's up to you to decide if/when/how much to play for every session. Due the fact that is up to the user to input the drawn number into the software, wrong data can lead to wrong analysis and statistics.

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Main Features

- List of all drawn numbers with detailed information on Black/Red/Odd/Even/Passe/Manque
- List of next 5 drawn (session-basis) of the drawn number
- List of next drawn (session-basis) and occurrences of the drawn number
- Percentages, delay, Max value per session and Historical Max value of:
    - Red
    - Black
    - Even
    - Odd
    - Manque
    - Passe
    - 1-12
    - 13-24
    - 25-36
    - 0
    - Six Line 1
    - Six Line 2
    - Six Line 3
    - Six Line 4
    - Six Line 5
    - Six Line 6
    - Column 1
    - Column 2
    - Column 3
- Details for every drawn number:
    - Delay
    - Number of times drawn
    - Partial delay for every drawn
- Reset session after stop
- Correct wrong number written
- Create Log File
- Save all statistic for every number
- List, for the drawn number, of the 1-10 previous drawn (and number of times this happened) and 1-10 next drawn
- Configuration of all thresholds to give different alert (colors) once thresholds is reached
- Different statistic for every casino website with different historical data saved on own folder
- Automatic (if wanted) click to spin roulette

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How to use

Login Screen

Once you run the progam you land to login screen.

If you have credentials (AKA you bought the program) you can write them down and login, on the contrary you can “Try It” as a demo version or “Buy Now”.

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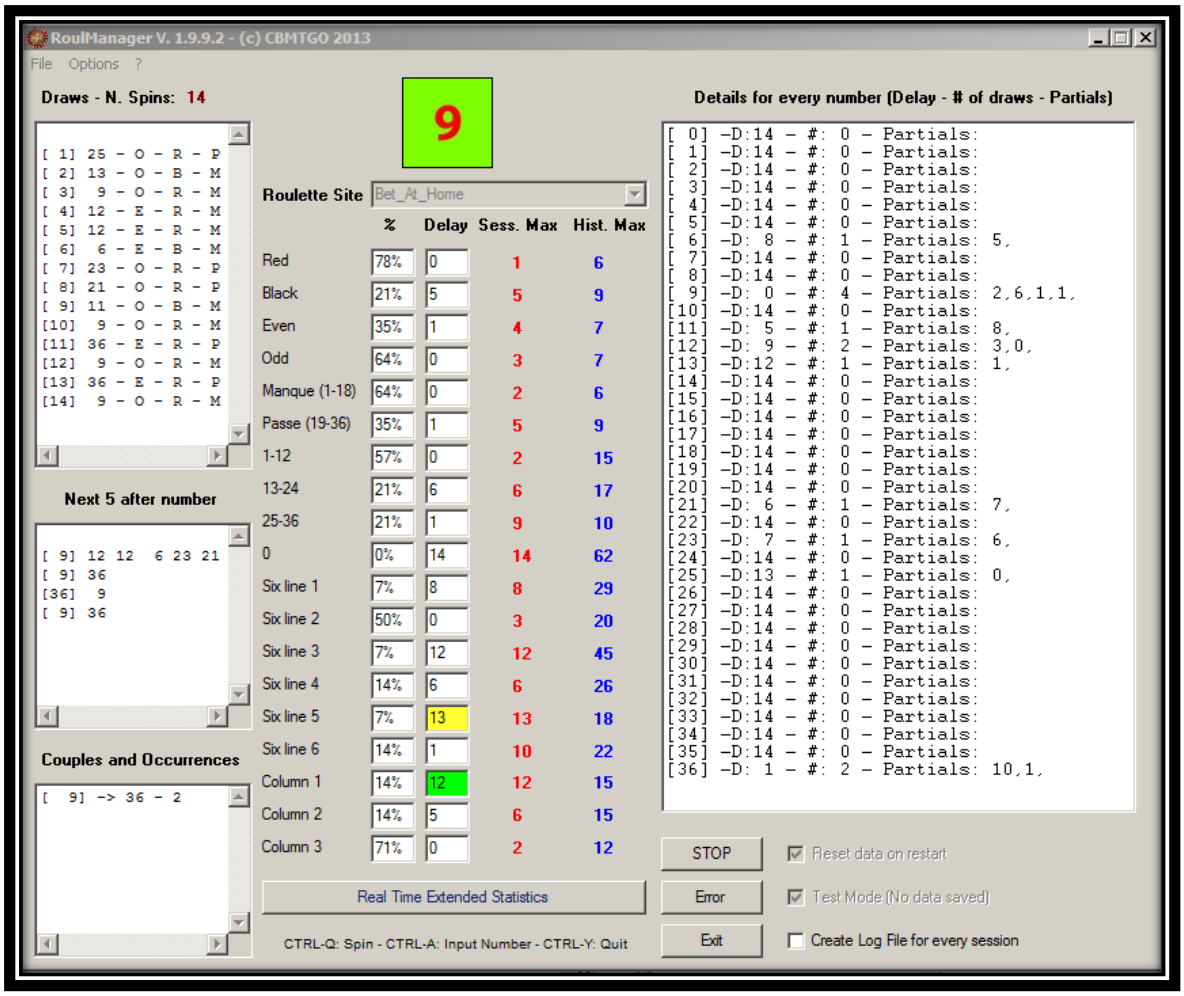
Overview

After logging in using the provided credentials you come to the main menu.

Here is the main program window.

Left and right boxes contains real-time info on the spins, upper central is the drawn number, middle is statistic for all possible biddable areas of roulette and lower right contains checkboxes useful to define whether you want to keep tracks of your games or not.


RoulManager V. 1.9.9.2 - (c) CBMTGO 2013
File Options ?
Draws - N. Spins: 14
[1] 25 - O - R - P
[2] 13 - O - B - M
[3] 9 - O - R - M
[4] 12 - E - R - M
[5] 12 - E - R - M
[6] 6 - E - B - M
[7] 23 - O - R - P
[8] 21 - O - R - P
[9] 11 - O - B - M
[10] 9 - O - R - M
[11] 36 - E - R - P
[12] 9 - O - R - M
[13] 36 - E - R - P
[14] 9 - O - R - M
Next 5 after number
[9] 12 12 6 23 21
[9] 36
[36] 9
[9] 36
Couples and Occurrences
[9] -> 36 - 2
9
Roulette Site
Bet_At_Home
% Delay Sess. Max Hist. Max
Red 78% 0 1 6
Black 21% 5 5 9
Even 35% 1 4 7
Odd 64% 0 3 7
Manque (1-18) 64% 0 2 6
Passe (19-36) 35% 1 5 9
1-12 57% 0 2 15
13-24 21% 6 6 17
25-36 21% 1 9 10
0 0% 14 14 62
Six line 1 7% 8 8 29
Six line 2 50% 0 3 20
Six line 3 7% 12 12 45
Six line 4 14% 6 6 26
Six line 5 7% 13 13 18
Six line 6 14% 1 10 22
Column 1 14% 12 12 15
Column 2 14% 5 6 15
Column 3 71% 0 2 12
Real Time Extended Statistics
CTRL-Q: Spin - CTRL-A: Input Number - CTRL-Y: Quit
Details for every number (Delay - # of draws - Partials)
[0] -D:14 - #: 0 - Partials:
[1] -D:14 - #: 0 - Partials:
[2] -D:14 - #: 0 - Partials:
[3] -D:14 - #: 0 - Partials:
[4] -D:14 - #: 0 - Partials:
[5] -D:14 - #: 0 - Partials:
[6] -D: 8 - #: 1 - Partials: 5,
[7] -D:14 - #: 0 - Partials:
[8] -D:14 - #: 0 - Partials:
[9] -D: 0 - #: 4 - Partials: 2,6,1,1,
[10] -D:14 - #: 0 - Partials:
[11] -D: 5 - #: 1 - Partials: 8,
[12] -D: 9 - #: 2 - Partials: 3,0,
[13] -D:12 - #: 1 - Partials: 1,
[14] -D:14 - #: 0 - Partials:
[15] -D:14 - #: 0 - Partials:
[16] -D:14 - #: 0 - Partials:
[17] -D:14 - #: 0 - Partials:
[18] -D:14 - #: 0 - Partials:
[19] -D:14 - #: 0 - Partials:
[20] -D:14 - #: 0 - Partials:
[21] -D: 6 - #: 1 - Partials: 7,
[22] -D:14 - #: 0 - Partials:
[23] -D: 7 - #: 1 - Partials: 6,
[24] -D:14 - #: 0 - Partials:
[25] -D:13 - #: 1 - Partials: 0,
[26] -D:14 - #: 0 - Partials:
[27] -D:14 - #: 0 - Partials:
[28] -D:14 - #: 0 - Partials:
[29] -D:14 - #: 0 - Partials:
[30] -D:14 - #: 0 - Partials:
[31] -D:14 - #: 0 - Partials:
[32] -D:14 - #: 0 - Partials:
[33] -D:14 - #: 0 - Partials:
[34] -D:14 - #: 0 - Partials:
[35] -D:14 - #: 0 - Partials:
[36] -D: 1 - #: 2 - Partials: 10,1,
STOP
Reset data on restart
Error
Test Mode (No data saved)
Exit
Create Log File for every session

Session Max – Historical Max

These two columns keeps track, respectively, of maximum value seen during a single game session (red ones) and historical maximum recorded for that website. This is interesting because you can verify how a session is going but in the same time take a look at what happened historically

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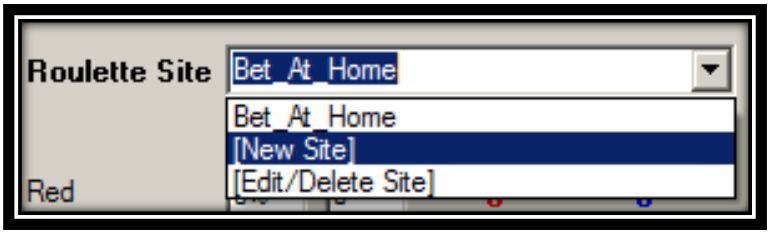
First Usage

First time you use RoulManager you will have to create a profile so that the program can create personal statistic for it. There are two kinds of settings: a) general settings, where thresholds, main settings are registered and b) website settings that keep tracks of historical datas for every site.

Creating a New Profile

To create a **New Profile** for your web-casino site you have to use the drop-down menu and select [NEW SITE]



Once clicked you get this window:

Just write down the name and “Make Default” to have it as your default site when you run RoulManager.

You can create all the profiles you need (only registered users) but only one can be default.

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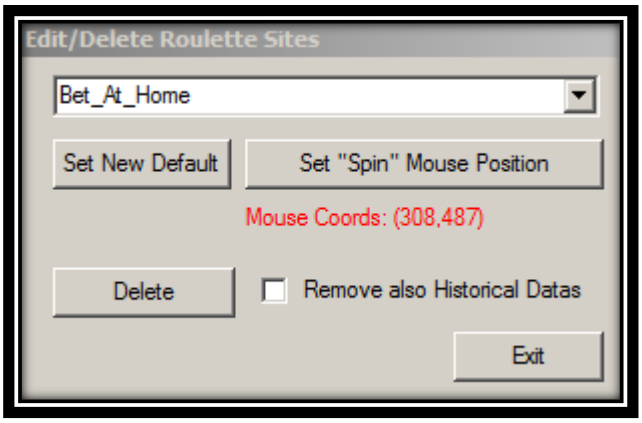
Edit / Delete Profile

Using again the drop-down menu you can select “Edit/Delete” to delete the Site in case of error or if you don’t need it anymore.



Another interesting thing you can do here is set the coordinates of your “Spin” button on the website.

Just take a look at this window

You can tell RoulManager the location of the button (in this case is Quick Spin) so it can spin for you. If you select this option, with just one key-combo you will spin the wheel and get the input box to write down the number. (*look quick buttons section*)

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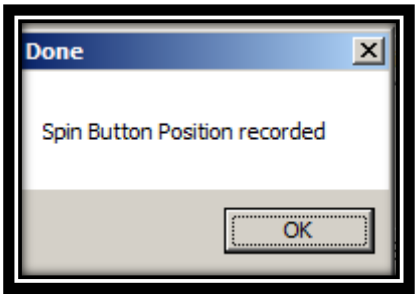
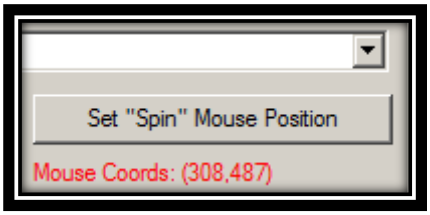
To activate this option just press the button [Set “Spin” Mouse Button], move the mouse in the right position And when done press “ALT” button.

Results will be:



And you will see coordinates in the window:



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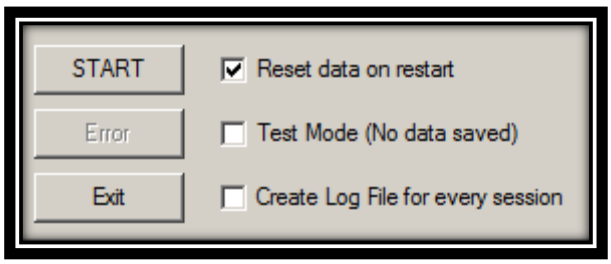
Configuring checkboxes

In the lower right you have 3 checkboxes and 3 buttons:



Start Button: start session. Same as pressing CTRL-Q

Error: this button is disabled unless you start session. When enabled you can ***UNDO*** your last number written in case of error thus stats are not corrupted. Just write down the wrong number and it will be removed from stats and records

Exit: …self-explanatory

Reset data on restart: Default YES. Every time you STOP the session and restart, it will start as a new session. If you decide to consider *n* play session as a single one, just disable it

Test Mode: If enabled it will not record data neither save history for your sessions.

Create Log File: if enabled it will create in /logs folder a .log file of all drawn number for that session for that site. Format of the file is YYYY_MM_DD_HH_MM_WEBSITE.LOG

These checkboxes are disabled during sessions, enabled when session is over.

Demo users have these selections disabled

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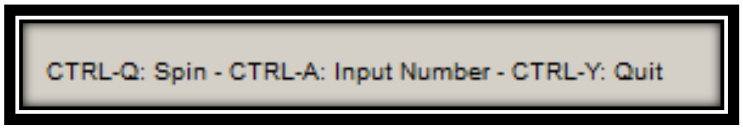
Quick buttons

RoulManager has three key combo already pre assigned:



CTRL-Q: Click mouse button (if set) to proper position then opens pop-up to input number

CTRL-A: Opens pop-up to input number

CTRL-Y: Stop, Save & Quit program

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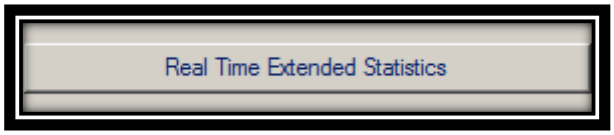
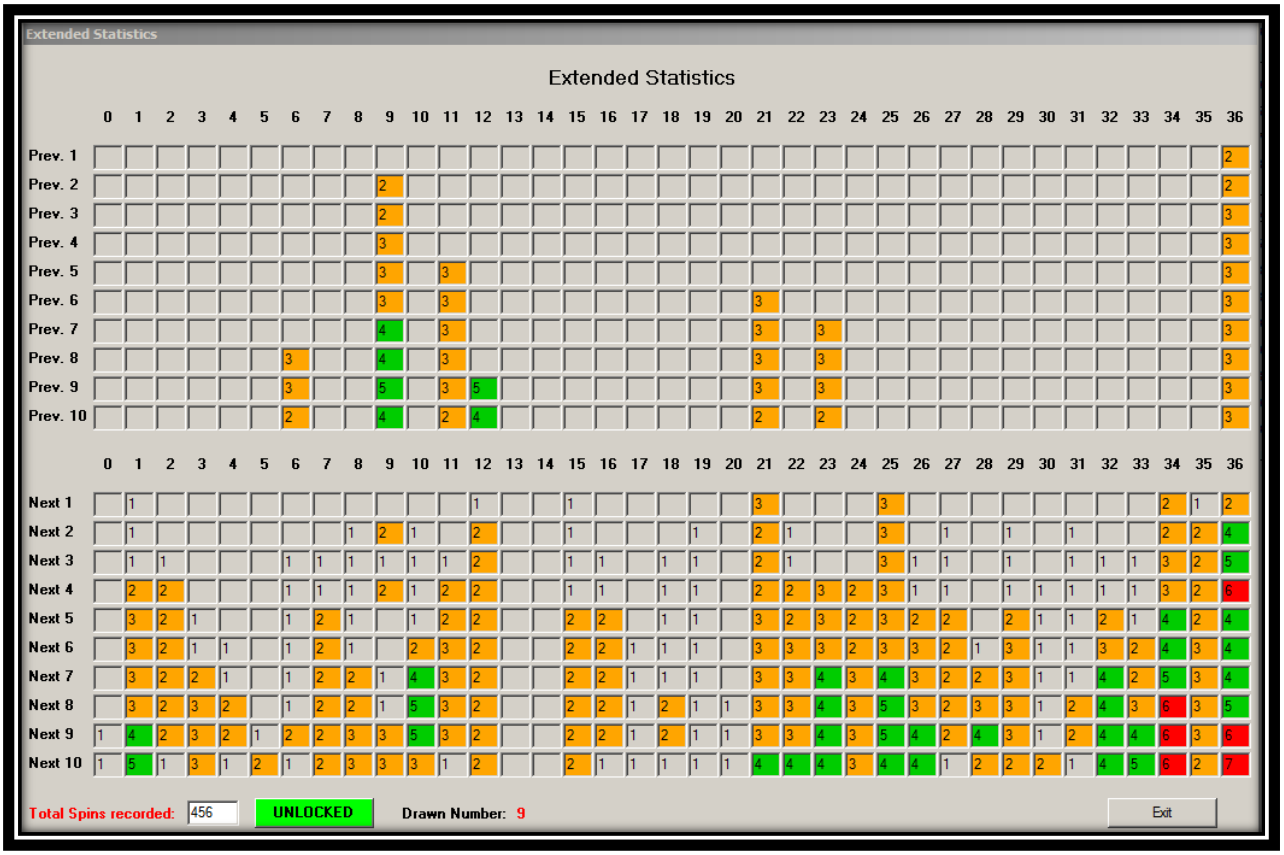
Real Time Extended Statistics

A big improvement of RoulManager is the introduction of Real Time Extended Statistics

Pressing the button you have access to the Statistics window



The big window that will pop-up shows, in real time, the history of the drawn number:



Details

There are two areas, top and bottom. Each of them has 370 cells.

The upper area shows occurrences of previous drawn numbers based on the current drawn one.

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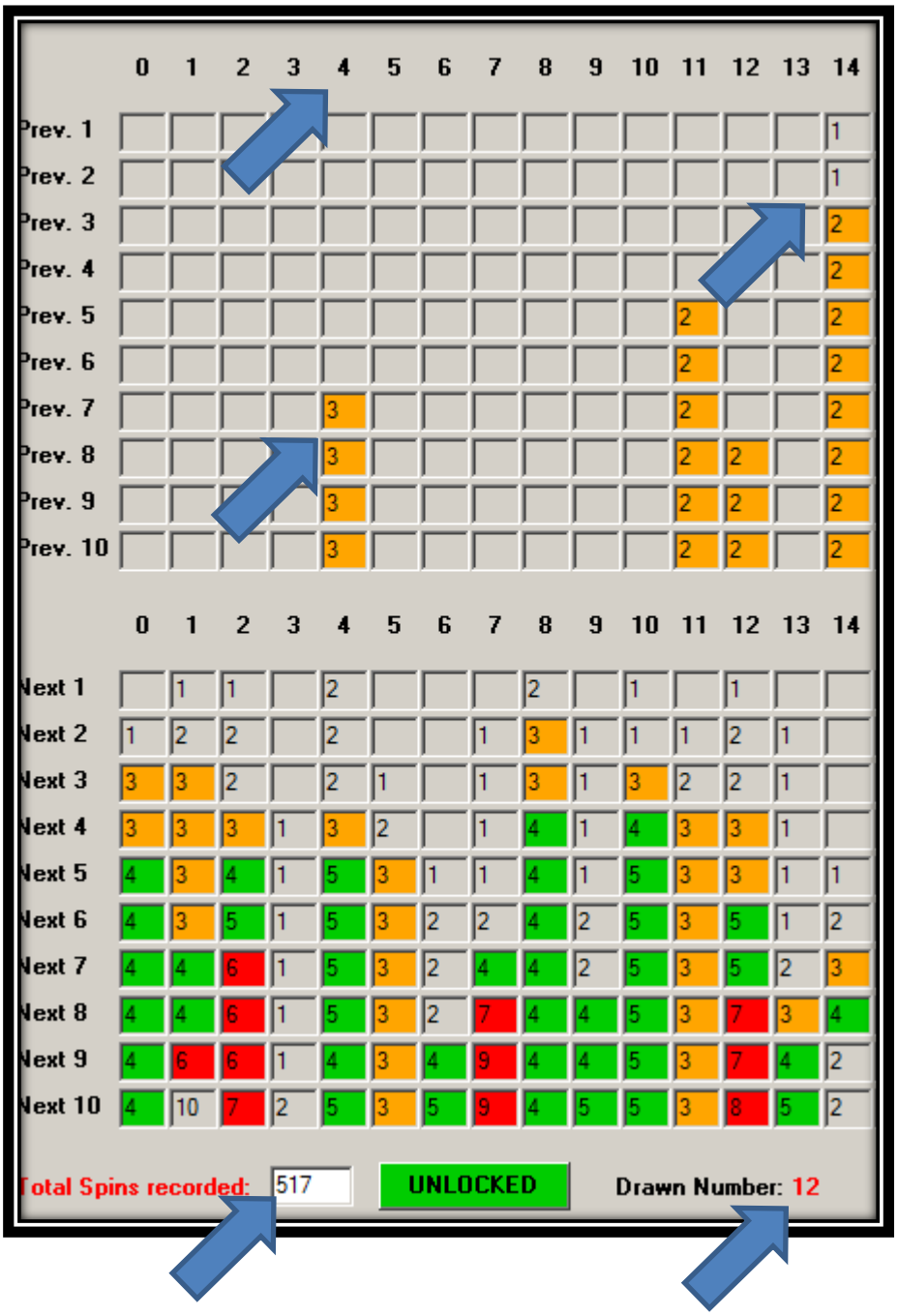
Horizontal numbers represent all possible drawns: 0 to 36

Vertical numbers represent Previous 1 to 10; this means, i.e. Prev. 4, the four previous number extracted before the current one. And so on

Prev. 1 - Prev.10: every single cell shows, from number 0 to number 36, how many time that number showed immediately **BEFORE** the current one.

Example:



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Total Spin Recorded shows all the recorded spins for the website selected

Drawn Number is the current one

Seen this result we can understand that:

Number 4 has been seen 3 times in the previous 7 extractions of the current number

Number 4 has been seen 3 times in the previous 8 extractions of the current number

Number 4 has been seen 3 times in the previous 9 extractions of the current number

Number 4 has been seen 3 times in the previous 10 extractions of the current number

Number 14 has been seen 1 time in pre previous 1 extraction of the current number

Number 14 has been seen 1 time in pre previous 2 extractions of the current number

Number 14 has been seen 2 times in pre previous 3 extractions of the current number

And so on..

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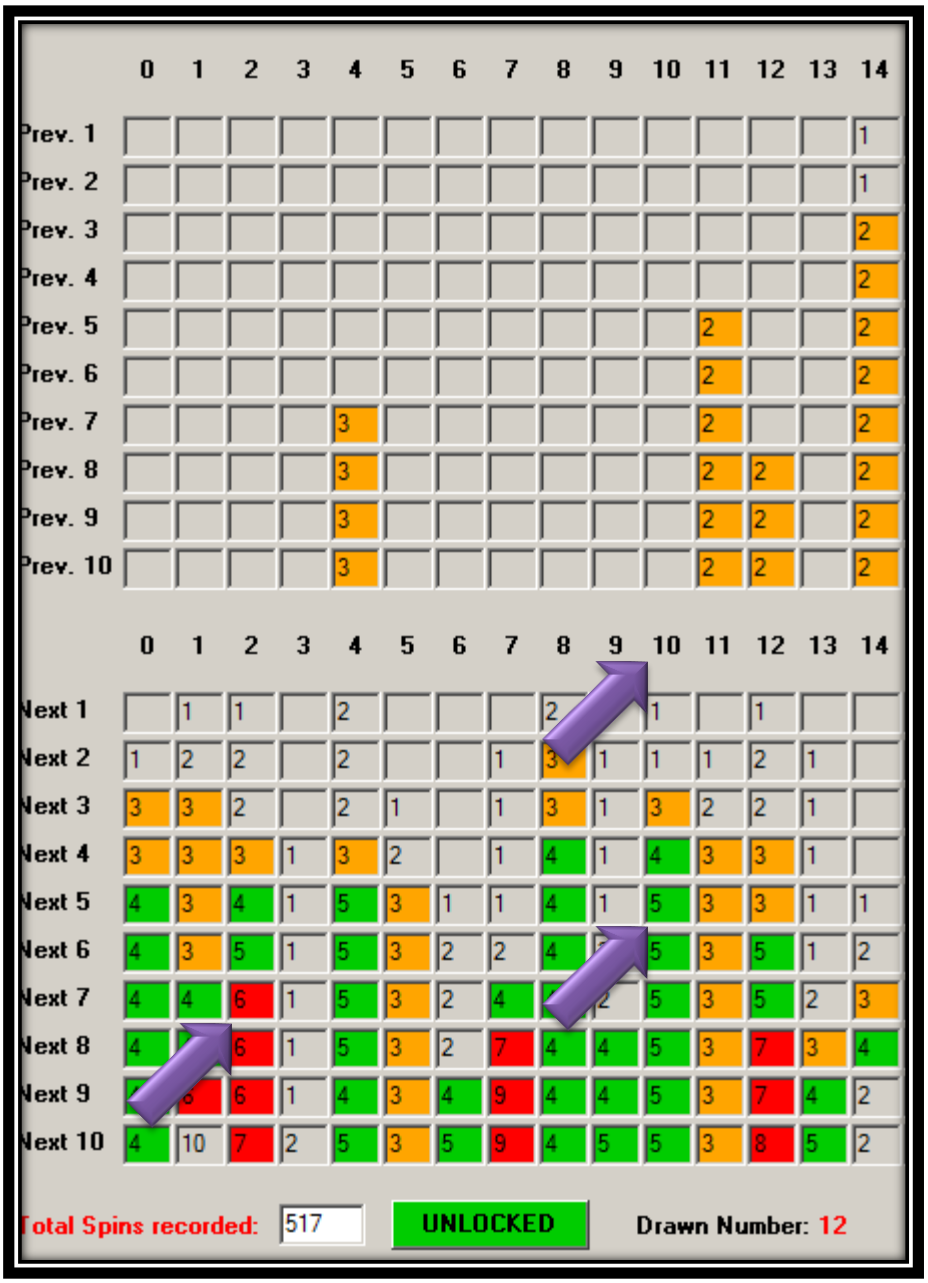
The lower area shows occurrences of next drawn numbers based on the current drawn one.

Horizontal numbers represent all possible drawns: 0 to 36

Vertical numbers represent Next 1 to 10; this means, i.e. Next. 4, the four next number extracted after the current one. And so on

Next 1 - Next 10: every single cell shows, from number 0 to number 36, how many time that number showed immediately **AFTER** the current one.

Example:



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Seen this result we can understand that:

Number 10 has been seen 1 time in the next 1 extraction of the current number (12)

Number 10 has been seen 3 times in the next 3 extractions of the current number (12)

Number 10 has been seen 5 time in the next 5 extractions of the current number (12)

Number 2 has been seen 6 times in the next 7 extraction of the current number (12)

And so on..

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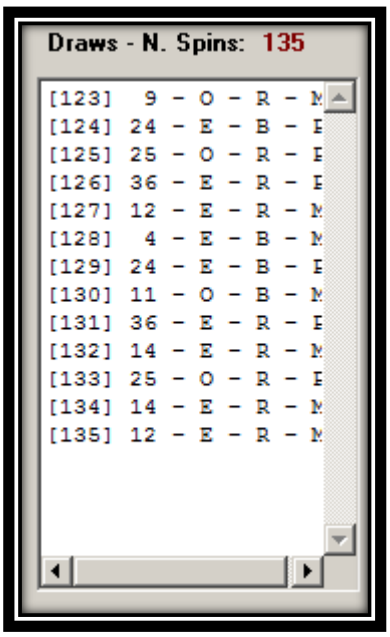
How to Read RoulManager

RoulManager has different windows for different datas:

Spins



List of all spins for given session: every spins has this format:

[Spin] Drawn Number – Odd/Even – Red/Black – Manque/Passe

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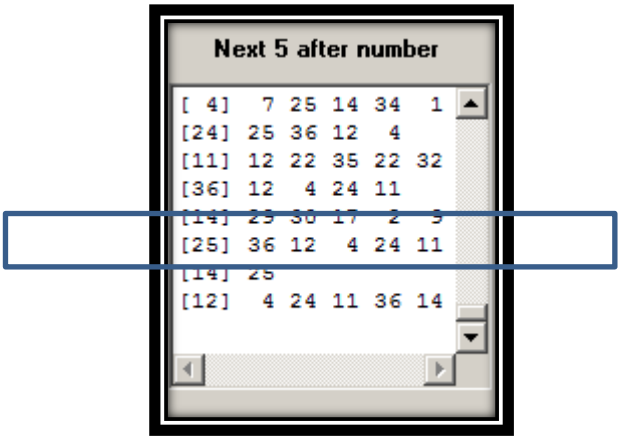
Next 5

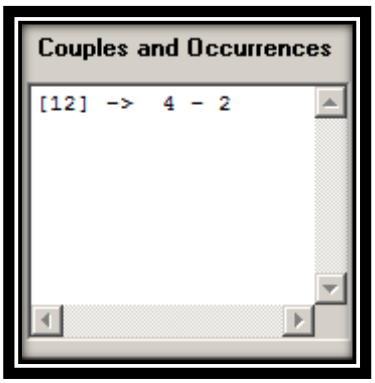


For every number, if already drawn at least one time, here you can see its next 5 numbers

*In this example it says that **25** has **36,12,4,24,11** as nexts*

Couple and his occurrence

When a couple shows more than one time it's recorded and when its first number is drawn again, in this window you can see his direct next and how many times seen (this session only)



*In this case **12** is **followed** by **4** and it already happened **2** times*

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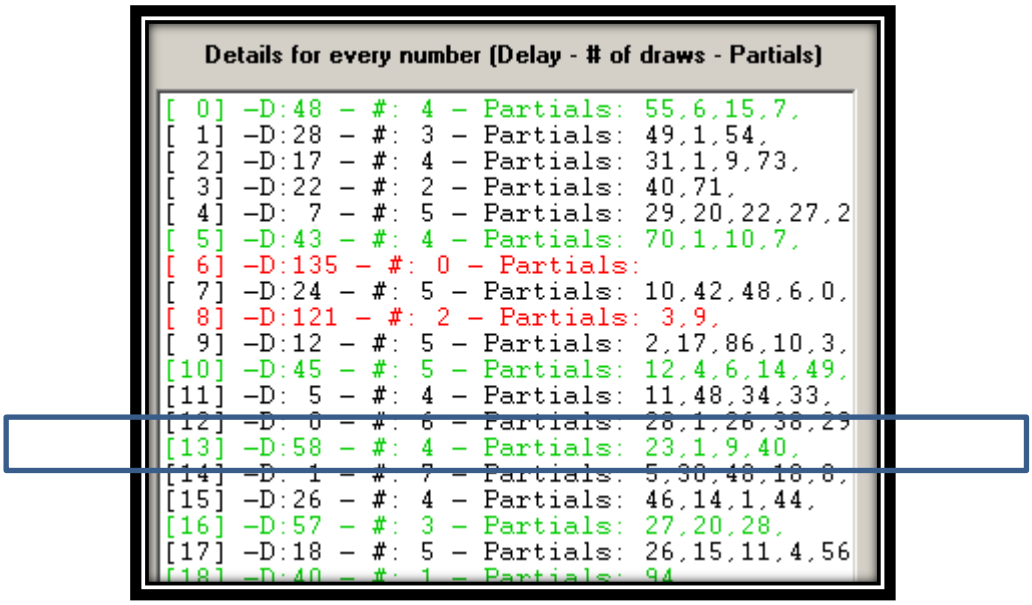
Detailed Delays and recurrences

This windows shows, for every number, the following datas (session basis):


Details for every number (Delay - # of draws - Partials)
[0] -D:48 - #: 4 - Partials: 55,6,15,7,
[1] -D:28 - #: 3 - Partials: 49,1,54,
[2] -D:17 - #: 4 - Partials: 31,1,9,73,
[3] -D:22 - #: 2 - Partials: 40,71,
[4] -D: 7 - #: 5 - Partials: 29,20,22,27,2
[5] -D:43 - #: 4 - Partials: 70,1,10,7,
[6] -D:135 - #: 0 - Partials:
[7] -D:24 - #: 5 - Partials: 10,42,48,6,0,
[8] -D:121 - #: 2 - Partials: 3,9,
[9] -D:12 - #: 5 - Partials: 2,17,86,10,3,
[10] -D:45 - #: 5 - Partials: 12,4,6,14,49,
[11] -D: 5 - #: 4 - Partials: 11,48,34,33,
[12] -D: 0 - #: 6 - Partials: 28,1,26,38,29
[13] -D:58 - #: 4 - Partials: 23,1,9,40,
[14] -D: 1 - #: 7 - Partials: 5,30,48,18,8,
[15] -D:26 - #: 4 - Partials: 46,14,1,44,
[16] -D:57 - #: 3 - Partials: 27,20,28,
[17] -D:18 - #: 5 - Partials: 26,15,11,4,56
[18] -D:40 - #: 1 - Partials: 94

[NUMBER] – D: [DELAY] - #: [NUMBER OF TIMES SEEN] – Partials: [SEEN AFTER X DRAWNS]

***Example**: number **13** has a delay of **58** spins. I saw it **4** times: after **23** then after **1** then after **9** and then after **40** drawns.*

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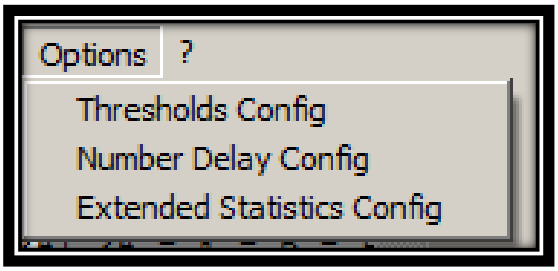
Configuration

It’s possible to configure colors for thresholds and delay so that you can see more or less what you want when you want.



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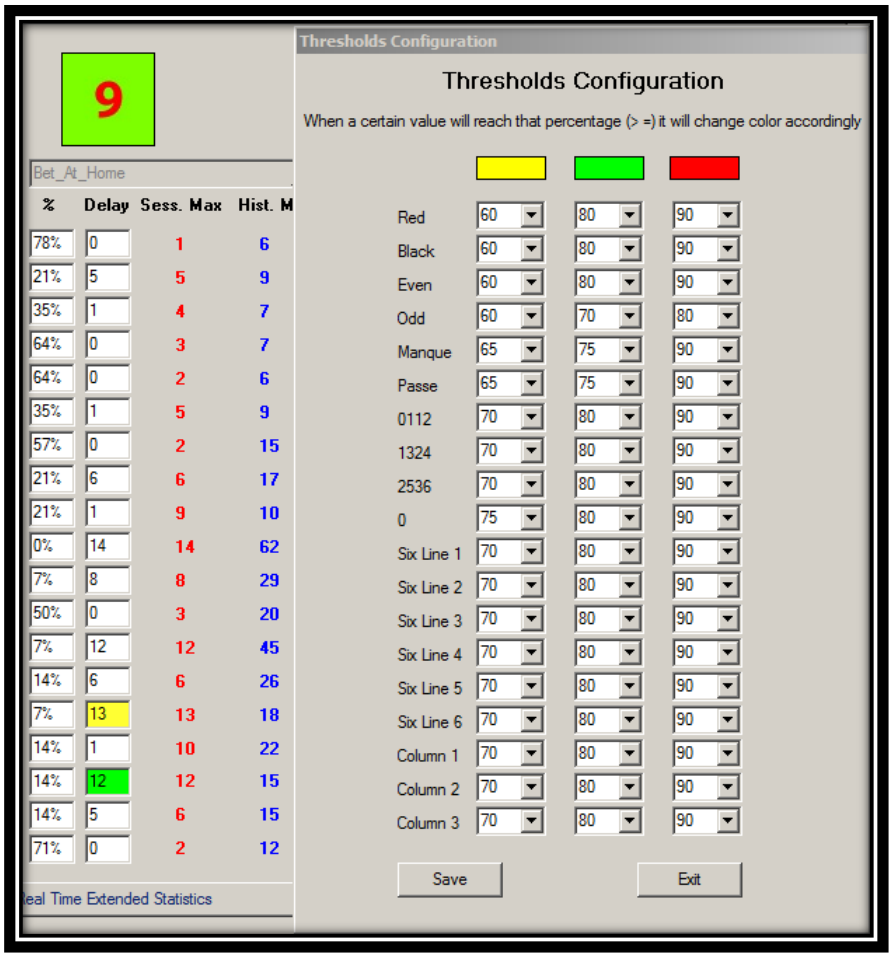
Thresholds Configuration

Values are given in percentage (%) and obviously unless you have some hundreds data stored they are not really interesting, anyway:


9
Bet_At_Home
% Delay Sess. Max Hist. M
78% 0 1 6
21% 5 5 9
35% 1 4 7
64% 0 3 7
64% 0 2 6
35% 1 5 9
57% 0 2 15
21% 6 6 17
21% 1 9 10
0% 14 14 62
7% 8 8 29
50% 0 3 20
7% 12 12 45
14% 6 6 26
7% 13 13 18
14% 1 10 22
14% 12 12 15
14% 5 6 15
71% 0 2 12
eal Time Extended Statistics
Thresholds Configuration
Thresholds Configuration
When a certain value will reach that percentage (> =) it will change color accordingly
Red 60 80 90
Black 60 80 90
Even 60 80 90
Odd 60 70 80
Manque 65 75 90
Passe 65 75 90
0112 70 80 90
1324 70 80 90
2536 70 80 90
0 75 80 90
Six Line 1 70 80 90
Six Line 2 70 80 90
Six Line 3 70 80 90
Six Line 4 70 80 90
Six Line 5 70 80 90
Six Line 6 70 80 90
Column 1 70 80 90
Column 2 70 80 90
Column 3 70 80 90
Save
Exit

For every item (i.e. **BLACK**) you can set the thresholds upon which the cell will change color.

Thresholds is function of the **Historical Data** so if for example you have

Black – 30% - 60% - 90%

And Historical Max for Black is 15 (that means I historically found a session where black had a delay of 15)

After a delay of 5 (4.5 rounded to next integer) the cell will become YELLOW.

After a delay of 9 the cell will become GREEN.

After a delay of 11 (10.8 rounded to next integer) the cell will become RED.

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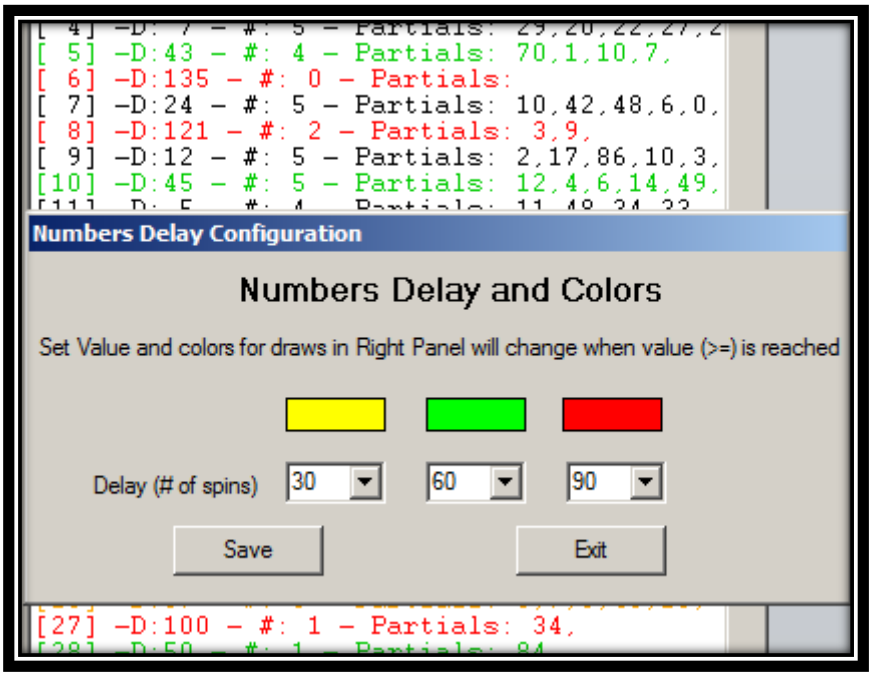
Numbers Delay Configuration

Values are given as exact number of spins:


[5] -D:43 - #: 4 - Partials: 70,1,10,7,
[6] -D:135 - #: 0 - Partials:
[7] -D:24 - #: 5 - Partials: 10,42,48,6,0,
[8] -D:121 - #: 2 - Partials: 3,9,
[9] -D:12 - #: 5 - Partials: 2,17,86,10,3,
[10] -D:45 - #: 5 - Partials: 12,4,6,14,49,
Numbers Delay Configuration
Numbers Delay and Colors
Set Value and colors for draws in Right Panel will change when value (>=) is reached
Delay (# of spins)
30
60
90
Save
Exit
[27] -D:100 - #: 1 - Partials: 34,

According with the values, the line will change font color when value is reached (>=).

Delay is based on the last time the number has been seen

In this case id a number is not seen since **30** to **59** spins it will be yellow colored and so on.

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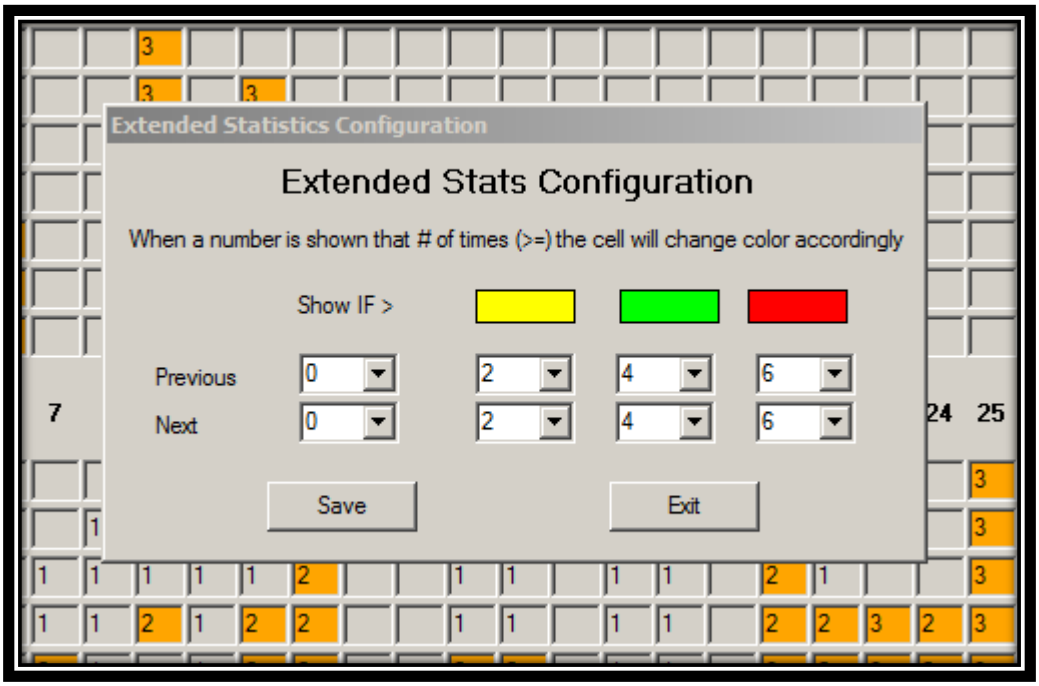
Extended Statistic Configuration

In this case you can select **when** to start showing values and **how** to color them based on occurrence



Given this configuration a cell is shown (Next) if at least a number has been seen one time and: yellow colored if seen 2-3 times, green 4-5 and red 6 and over.

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Requirements

There are few requirements you need to check before running RoulManager:

Windows XP System:

- 1 GB Ram
- 1.5 GHz Processor
- Broadband connection
- 32bit color depth
- 1280 x 1024 Screen resolution

Windows Vista System (and superior):

- 2 GB Ram
- 1.8 GHz Processor
- Broadband connection
- 32bit color depth
- 1280 x 1024 Screen resolution

RoulManager runs under Windows Vista, XP, 7, 8 both X32 and X64

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